# Captive

## Introduction

*The community gathers in silence while a soldier strips you of your belongings and puts irons around your ankles.*

***"Lehan, you are in charge of the community until I return."***

*A soldier sneers. Rilda frowns.*
*"Show some respect. Optimism is a rare quality."*

Each player **blocks** all of their cards with the keyword **COMPANION**, and then **returns** all of their other cards that do not have a icon, including those that are blocked.

*The faces are bitter; some prefer to look away. Hands curl into fists, jaws clench, but not a word is spoken. With the clanking of your chains, you abandon the Citadel, which disappears into the distance.*

*Tied behind the tail wagon, you accompany the convoy that heads east. However, it seemed to you that Dadachaem's citadel lay to the north, near the Burningbramble Wood.*

*After several days of travel, the convoy finally reaches the soldiers' camp. You are exhausted but relieved to finally be able to rest your raw ankles. A dozen braying figures are loitering around a fire. Night has long since fallen when they finally deign to untie you and lock you up in a strange metal cage.*

## Preparation
### (you are NOT at the Citadel)

- For this scenario, you do not have a groundshiver. If a box indicating the level of your groundshiver is checked on the *Community* page of the Citadel leaflet, uncheck it.
- Set all life point counters back to 0, then each character receives the following amount of life points, depending on player count: 1 55, 2 25, 3 15, 4 10.
- Each player draws 2 cards from their Action Deck to form their starting hand.
- **Return** all the "Hope reborn!" cards that are **blocked**.
- Remember to look up your side quests, the cards in the World Map, and the effects of your built buildings (reminder: You are NOT at the Citadel).
- Put a 219 card into play. Each player places their figure onto it.

**Stop reading for now and place the bookmark here.**
**You may save the game as long as the bookmark is here.**
**When the game invites you to read the EPILOGUE, read it after removing the bookmark.**

## EPILOGUE

Read the conclusion on page **17**.